



Setting Sail

2009 MLTI Summer Institute Presentation Listing

ePals and Thinkquest: Collaborative Tools for All

Presenters: Becky Ranks and Martha Thibodeau

This session will explore ePals and Thinkquest, two wonderful project-based resources that can enhance and connect to all disciplines. Applies to all grade levels.

Participants in this session will become members of both Thinkquest and ePals. ePals is a global community of connected classrooms in which students and teachers can collaborate, students can have protected e-mail and classrooms can have a simple-to-use, safe school blog. Thinkquest is a learning platform where teachers and students create learning projects, participate in a website competition, and browse a library of student projects. Both sites are project-based, free to join and have many safety features built in.

Hardware/Software: ePals, Thinkquest

Connecting Social Studies and Art Through Video Creation

Presenter: Richard Byrne

Teachers of grades 7-12 will learn to use web-based tools that students can use to create videos demonstrating their knowledge of topics in social studies and art.

Teachers will become familiar with using video creation tools including, but not limited to Animoto, Stupeflix, Photopeach, Xtranormal, and XTimeline. Teachers will learn about resources for locating Creative Commons images and music as well as images and music in the public domain. Teachers will be able to use the aforementioned resources to create assignments and projects that give students the opportunity to demonstrate their knowledge of topics in social studies and art. The session will also include a brief discussion of Creative Commons, Public Domain, Copyright, and Fair Use.

Hardware/Software: Animoto, Stupeflix, Photopeach, Xtranormal, XTimeline



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2009 Session Descriptions

SCRATCH : Really? But I don't teach computers.

Presenter: Sarah Sutter

Scratch can be used in any content area, by students from elementary to secondary, to create tools, make animation and share what they know while learning key skills in logical thought process and problem solving (debugging). Come see how Papert's "hard fun" concept can be engaged in your classes with Scratch.

Whether you have two computers in your room for kids, just your own teacher laptop, or are 1:1 across the board, Scratch can be a tool in your teacher toolbox. This session will introduce you to Scratch, show you a few of the basics, let you experiment in small groups by grade level or content area (you pick!), and then share thoughts and products with the group. We'll check out ways to visualize math concepts, animate a science process, create a practice tool for skills (numeracy or literacy), and make a narrative animation (art, MFL, English, history). Scratch works well with an interactive whiteboard too, particularly if you have only one computer in your room with elementary students. Resources for follow up will be provided through a wiki.

Hardware/Software: Scratch, Wiki, Whiteboard

Inquiring Minds Want to Know: Multimedia products of interviews

Presenter: Sarah Sutter

Learning through inquiry requires going to the source, whether to an author, a scientist, a farmer, an artist or a grandmother. Audio and video recordings let students use the results of their inquiry to may dynamic multimedia products that allow them to demonstrate what they have learned, and share it with others.

It's really all about the planning. We'll examine the scaffolding necessary for students to ask the right questions, and learn how to really listen to the answers to guide their inquiry. While the questions will vary by grade level & content area, the premise is the same across the board. Next we'll look at (and use!) some tools – handheld audio recorders, point and shoot cameras that take video, flip video, and the built in mic and camera on the MLTI laptops. Bring whatever you have! We'll make short clips of 1-2 minutes max, edit the footage, export, and discuss the best ways to share the products with the class and the world. Focus on just audio, or audio with stills, or video – your choice – and see how the process applies across the board. You can choose to work with GarageBand,



Audacity or iMovie (HD preferably) for editing, taking an idea from step 1 to a product in 3 hours. (Mac platform preferred for beginners; Teachers of all grade levels welcome.)

Hardware/Software: GarageBand, Audacity, iMovie, some cameras with video capability available – feel free to bring your own

Edusim and SketchUp Meet

Presenter: Ann Marie Quirion Hutton

Google SketchUp projects are pulled into a Virtual World that you create.

Edusim is a free OpenSource virtual world browser and backdrop for creating and publishing interactive content. It is powered by Croquet technology and is a product of Duke University. Similar to SecondLife, this virtual world provides an alternative to a server based solution. It also allows the created world to be contained on the student laptop or shared via the network. This game like style environment can be used to share lessons, ideas, workspaces, or just to collaborate. With no license fees and the ability to run on all computer platforms this application will be limited only by imaginations. Join this virtual adventure.

Hardware/Software: Google SketchUp, Eduism

Games for Change: Engaging through interaction

Presenters: Olga LaPlante and Ed Latham

This session will expose educators to a collection of engaging educational games that are being used to teach life critical skills to people around the world. These games go beyond the concept of a reward after "class work" is done. Games like the ones presented get players to face life-like situations and make the difficult decisions like the ones people around the world are faced with every day.

Hardware/Software:

Virtual Art Museum Tour and Analysis of Fine Art

Presenter: Bethany Dunfee-Pierce, Cori Modisette

In this fun and interesting interactive session, participants will embark on a virtual tour of some of the world's great art museums, explore the wonders of different periods in art history, learn how to 'read' a work of fine art, and demonstrate an understanding of the Elements of Art and Principles of Design.

First, participants will learn how to look at a sample work of fine art and discuss it in analytic terms, much like the analysis of a poem. Then, they will receive a



list of websites that access world-class art museums (like the Louvre, Tate Museum, etc.) and follow a virtual tour to see the way the museum arranges its art works. The historical periods corresponding with the 'departments' will be briefly discussed, and participants will each choose a representative painting for analysis. Participants will then embark on a treasure hunt approach to finding meaning in the work of art based on the artist's use of the Elements and Principles of Design in a formal analysis. Depending on time allowed, participants may share examples of their analysis with the rest of the group. Participants will take away from this experience a new way to look at art and history on a free world tour. We hope you will be inspired to create FREE virtual interdisciplinary field trips!

Hardware/Software: Various Websites

Poetic Digital Storytelling

Presenters: Rosanna Sherman, Cammie Lepper, David W. Davis

"Poetry again!" our students cried when we shared our plans for the fall trimester. Ouch! What could we do to make poetry accessible and interesting to our students?

Our project began as an ELA poetry unit. We intended to spend a few weeks reading and studying poetry and end with students writing their own poems. We would take a pinch of Robert Frost, some Maya Angelou, a sprinkling of poetry form, a dab of figurative language – a basic poetry unit. We needed a hook so instead of writing poems students could write a digital story in poetry. We needed visuals to illustrate the digital stories so we asked our art teacher for help. These stories should have music too which meant we needed help from our music teacher. The students also needed the technology skills to pull all the pieces together. The result was an integrated unit with all of the work culminating in a single project. The students spent nearly four weeks writing poetry; illustrating and taking pictures; writing and performing music; and using computer skills to create a digital short of their poem. There was some complaining, hard work, and amazing end results. The project helped us see how we can work together as professionals to meet all our goals, how technology can transform learning, and how awesome the product can be when students are invested.

Hardware/Software:



Celebrating Human Creativity

Presenters: Laura Val, Julie Criscitiello Wise, Brian Cushing

This session introduces Celebrating Human Creativity (CHC), which is a web based global educational resource for secondary level teachers. Interactive content is focused on developing young people as “youth globalists” able to effectively connect and collaborate through the use of critical thinking, problem solving, creativity and innovation, using inter-personal and inter-cultural skills.

Celebrating Human Creativity’s educational tools help students develop and hone a variety of social and academic skills, from team building and creative problem solving to critical thinking and leadership skills, and provide opportunities for hands-on research, writing and web video production.

The team of presenters will introduce the initiative and demonstrate how to use its content in the classroom across disciplines. We will work with a short animated video on communication styles and friendship proverbs across cultures. Be prepared to create your own short iMovie based on the workshop discussions.

Hardware/Software: Celebrating Human Creativity (CHC), iMovie, some video cameras available – feel free to bring your own

AIM for All Kids

Presenter: Cynthia Curry

The more ways that students can independently access the curriculum, the more likely they are to be fully engaged and successful learners. For many students, printed text presents a barrier to learning due to its inflexibility. Students with specific learning disabilities, English Language Learners, students who are blind or have low vision, students with physical disabilities, and **all** of our digital natives who are accustomed to interacting with content dynamically need accessible instructional materials (AIM) that are flexible and usable. What’s more, most are Open Educational Resources (OER) that align with the Maine Learning Results. Come see how you can see, feel, and hear AIM.

Hardware/Software:

Using Twitter to Expand your PLC

Presenter: Shawn Kimball

Tweet your way to effective technology integration. Follow/connect with inspired teachers from all over the globe. This session will assist you as you establish a Twitter account that will enhance and diversify your professional learning community (PLC). Create a Twitter account focused on your personal



professional development needs/wishes and begin following respected educators that match your grade level and content area. You can also follow current educational leaders promoting technology integration and the teaching of 21st century skills.

Participants will learn how to search in Twitter, use hashtags (i.e. #mti), and use TweetDeck, a favorite desktop Twitter application that can be used on the iPhone or iTouch. Participants will use a wiki to share great ideas, applications, and top Tweets and Tweeps by grade and content area creating a resource that you can share with your school community. *Hardware/Software: Twitter, TweetDeck*

Promoting Literacy with Cartoons, Comics and Graphic Novels

Presenter: Barbara Greenstone

Many students prefer to give and receive information through images and others prefer text but to be truly literate in the 21st century, students must be fluent in both. Learn how to promote literacy and help students build bridges between images and text using cartoons, comics and graphic novels. Practice using Comic Life and iPhoto to create comics with your photos or with images gathered from the internet.

Hardware/Software: Comic Life, iPhoto

Using Social Networking Sites (Nings) in the Classroom

Presenter: Ernie Easter

Whether teachers use a ning for individual classes or multiple classes we will explore how teachers can use social networking to integrate the arts with core classes. They also can provide the opportunity for students from various schools in Maine, the United States, or around the world to collaborate and share truly flattening our classrooms.

Using the Maine Holocaust Network that my students and I put together at the end of last year as a model participants will:

1. Look at examples of exemplary nings used in classrooms
2. Discuss how teachers can use social networking services in the classroom to teach students about appropriate uses of social networking sites and safe online behavior.
3. Learn how to set up an manage their own ning.
4. Discuss school / parent concerns with social networking and



demonstrate the various security levels that nings offer.
Hardware/Software: Ning

Out and About: Conducting fieldwork using digital tools.

Presenter: Jim Wells

Many tools on the MLTI device can support the planning of fieldwork projects, the collection of information, and the analysis and presentation of data. This workshop will present ideas and examples for fieldwork projects to be conducted in the school environment and the local community.

We will look at the use of tools such as Google Earth, My World GIS, iMovie and GarageBand for fieldwork. Bring ideas of your own, and share experiences with educators who want to move the classroom beyond the four walls.

Hardware/Software: Google Earth, My World GIS, iMovie, GarageBand

Social Art: How do you create opportunities for students to become creative problem solvers in order to be able to make change in the world?

Presenters: Heidi Brewer, Amy Goodness

This session will provide opportunities for you to learn how to integrate art and social studies curriculum to examine current global & local issues, as well as ways to explore local history. You will leave with a template of your own creation that will help you to integrate with a variety of other subjects and weave technology into your curriculum.

In this session the presenters will explain how they have created an integrated art and social studies curriculum together using technology as well as a variety of other mediums in order to create meaningful experiences for middle school students. While the presenters work with middle school students the ideas that will be explored in this session can apply to any grade level. Participants will leave with templates and lesson plan examples that can be adapted to their own curriculum. While the main focus of this session will be on current global and local issues in social studies and art we will also touch on how to integrate with all core subjects. We will also share how we use webquests and the Pages program in our curriculum.

Hardware/Software: Pages, webquests

Visualization for Learning: Tools to Help Us "See" Information and

Ideas

Presenters: Barbara Greenstone, Cynthia Curry

One of the most effective strategies you can employ in your classroom is visualization. Mind maps, graphic organizers, storyboards, and other visuals can help students organize information and see connections and relationships that might not be immediately obvious. In this session we will explore various types of visualizations and practice using software and web tools that can help students "see" and better understand concepts and content. Come visualize the possibilities!

Hardware/Software:

Wooring the Literate Gamer: Reading and Writing Interactive Fiction in the Classroom

Presenter: Ruben Puentedura

This session will look at uses of Interactive Fiction in the classroom, and how to create these text-rich games. It is specifically designed for teachers in English Language Arts and World Languages, and appropriate for all grade levels.

The world inhabited by today's students depends crucially upon extensive textual interactions: texting, Twitter, and Facebook all rely more upon the written word than they do upon images or sound. One form of gaming and digital storytelling - Interactive Fiction - has the potential to tap into this domain, and do so in ways that have rich educational potential. We will look at some of the leading examples of interactive fiction, and see how they can be used in a classroom setting. Just as importantly, we will not stop here: we will also learn how students and teachers can create new works of interactive fiction that best express their artistic and creative visions.

Hardware/Software: Interactive Fiction

Navigating and Thinking Your Way Through GarageBand

Presenter: Tom Coolidge

This session will be good for novice to intermediate levels. If you know nothing you will leave with a good beginning. If you are familiar with GarageBand and want to go a bit deeper into the program this is also for you.

The session will begin with assessing the comfort level and expertise of the participants. Everyone will be guided through the process of opening the program and being able to perform basic operations. From this point the session can diverge into what best suits individual or group needs. Some may wish to



take time experimenting with some basic composing in GarageBand and others may have more specific questions about how to "make" the program do things.
Hardware/Software: GarageBand, bring earbuds/headphones if possible

The Power of the PSA

Presenter: David Boardman

It scared many of us 40-somethings from veering off the straight and narrow: the crack of the shell, the sizzling pan, the bubbling egg, the dire warning, "This is your brain on drugs." Short and simple, the public service announcement remains an effective communication tool, and one that students can easily use to connect their voices and the curriculum to the possibility of changing the world.

Using the professional power of the Creative Commons and their own productions, students create, appropriate, and remix media to engage with their community, flex their writer voice, and accomplish the work of school. This session mixes film festival, conversation, analysis of student work, and hands on strategy development to examine how the public service announcement, that powerful short film approach, can connect curriculum to the world outside the classroom, keeping students hooked all the way.

Hardware/Software:

The Very Best of Google

Presenter: Margie Genereux

This workshop will focus on iGoogle, Google Docs, gmail and Google Calendar. It's appropriate for EVERYONE!

Google is an amazing search engine, but it also has many FREE amazing features available to all. This workshop will briefly describe the many features of Google, but will focus on Google Docs, Google Calendar, Gmail and iGoogle. Organize your staff, classroom and personal life with these easy-to-use tools. Google Docs is an online briefcase and a mini MSOffice on the road. Google Calendar will allow you to maintain and share multiple calendars with ease. Gmail has much to offer – once you use it, you won't go back to your typical email account without a fight. iGoogle is perfect for teachers who want everything right on their homepage.

Hardware/Software: iGoogle, Google Docs, Gmail, Google Calendar

Take Presentation Software Beyond Powerpointlessness



Presenter: Larry Cassis

See & Learn step-by-step tips & techniques to transform the use of presentation software (Powerpoint & Keynote) in more interactive & effective ways. There will be ample time & opportunity for hands on practice and to see and learn from examples & from others. Apply your new skills to create something that can be used in your classes and expand on with lots of ideas for future projects.

Hardware/Software: Powerpoint, Keynote

Take a walk with your camera and join Digital Earth Watch (DEW): Environmental Monitoring by Students and Citizens through Remote Sensing and Digital Photography

Presenter: Jeff Beaudry

Digital Earth Watch (DEW) is an informal science program to promote environmental monitoring by students and citizens through remote sensing and digital photography (<http://mvh.sr.unh.edu>) using Picture Post. Each Picture Post is an easy-to-use and inexpensive tool to monitor change-over-time in your local environment, which becomes part of a system to monitor the environment. Parts of the system include the post, digital cameras, a website for storing and organizing digital images, image analysis software for spatial, spectral and temporal studies, and social networks for sharing results.

You will go home with a Picture Post of your own and a plan to use it with your students and community members.

Hardware/Software: Digital Earth Watch(DEW), Picture Post, digital cameras

School 2.0 and Progressive Pedagogy

Presenter: Chris Lehmann

In this workshop, participants will examine pedagogical and technological tools that can be used school-wide to create a progressive culture of innovation in schools. How can we look at pedagogical tools such as Wiggins' and McTigue's Understanding by Design to create constructivist curriculum built to allow students to demonstrate deep understandings with technology-embedded curriculum? How can we look at content and course-management tools such as DrupalEd and Moodle, collaborative tools such as Google for Educators and wikis, and social/academic networking tools such as Facebook and Twitter to create school-wide embedded technology strategies that allow access points for 21st

Century learning for all teachers and students?

Hardware/Software: DrupalEd, Moodle, Facebook, Twitter, Wiggin's & McTigues's Understanding by Design

Aligning Resources to the Maine Learning Results

Presenter: Jim Burke

Using the Maine Learning Results and a wiki, we will start a collaboration in matching open resources to standards and performance indicators.

This coming school year there will be a series of grants awarded from the competitive IID stimulus funds to work on fleshing out the MLR with helpful resources for educators in Maine. In this workshop we will look at some ways of going about this in anticipation of the statewide project. We will take a look at a wealth of sites that contain open resources, become versatile in the use of a wiki (<http://mlropenresources.wikispaces.com/>), and work as groups and individuals to share the wealth of ideas, lesson plans, sites, and links with other educators in our State and beyond.

Hardware/Software: Maine Learning Results, Wiki

Using Moodle as a Collaborative Teaching and Learning Tool

Presenters: Mike Burd and Martha Thibodeau

Through the inspiration and support of Martha/MARTI, FCABE has developed a unique approach to engaging both staff and learners in an interactive and collaborative online learning environment. The [Moodle](#) they have constructed serves to house (the nuts and bolts of) their College Transitions Program. The Program's courses consist of Study Skills/College Awareness, Math, Reading and Technology. This Moodle is considered a supplement to the classroom, and also serves as a remote ("distance-learning") option to keeping staff/learners connected and engaged.

Hardware/Software: Moodle